SPECTRUM 48/128

Loading Instructions

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Type LOAD and press ENTER. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction leaflet for easy location of games for future use.

Loading Instructions

Switch on machine. Screen will show "Loader" Press enter & screen will display menu: Follow instructions.

COMMODORE 64/128

Loading Instructions

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Press SHIFT/RUN STOP. Then press PLAY on tape. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction leaflet for easy location of games for future use.

AMSTRAD 464/664/6128

Loading Instructions

Reset tape counter to zero. Insert tape in cassette recorder making sure it is fully rewound. CPC 464 as per individual game instructions or the standard: Press CTRL and small ENTER. Press PLAY on tape. CPC 6128 connect tape recorder with a REMOTE lead with the Mic and Ear pins connected as well as the remote. Press SHIFT AND @ keys and then type TAPE and press the RETURN key. The computer will show ready. Press the CONTROL and small ENTER key and any other key and press PLAY on the tape recorder. Load the first game by using the above procedures making a note of the tape counter setting on the index in the instruction booklet in order that games can be located easily for future use. Remember to reset the computer by switching off and then back on before loading each game.

If you encounter any problems in loading make sure the heads on your tape-deck are clean and the azimuth head alignment is okay. In cases of difficulty consult your dealer.

WARNING

DO NOT LEAVE COMPUTER CASSETTES NEAR ELECTRICAL OR MAGNETIC OBJECTS, E.G. TV, TELEPHONE, POWER PACKS, CALCULATORS ETC. AS THIS CAN CORRUPT THE COMPUTER PROGRAMME.

◗ LOCATION INDEX

Cassette Counter Setting

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2. F.A. CUP
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GHOSTBUSTERS

CONTROLS (Amstrad)
Joystick or the cursor keys, COPY to fire.

(Spectrum)
H toggles pause
To return to Controller menu press SYMBOL SHIFT and ENTER.
Press SPACE for a status report.

(Commodore 64)
Joystick in Port 2.
Press F1 for an introduction.
Press F5 to go directly to the equipment store.
RUN/STOP toggles pause.
RUN/STOP and RESTORE aborts game.
Press SPACE for a status report.
To start your Franchise you need equipment, there are four screens in the equipment store. The computer will print a message, when it stops enter your name, surname first. It will then ask you if you have an account.
If you do press Y and RETURN, you will then be asked for the account number. If not press N and RETURN and you will be given an initial account of $10,000.
The first screen is a choice of vehicles. To view a car press space followed by the number and RETURN, to buy a car just press the number and RETURN.
The cars are:
The compact costs $2,000, carries 5 items top speed 75 m.p.h
The hearse $4,800, 9 items, 90 m.p.h.
The station wagon, $6,000, 11 items, 110 m.p.h
The performance $15,000, 7 items, 160 m.p.h.

MONITORING EQUIPMENT
You must use the fork lift to collect the items you want, move this around with the joystick, use the fire button to pick up and put down items.
The amount of credit you have remaining is displayed in the top right hand of the screen, and the cost of each item is given in the column on the right.
On this screen you can buy
PK Energy Detector - warns of an approaching ghost by turning a building pink when you pass it.
Image Intensifier - makes Slimers easier to see.
Marshmallow Sensor - warns of the approach of the Marshmallow man by turning a building White.
To move onto the next screen press 2 then RETURN.

CAPTURE EQUIPMENT
Ghost vacuum - sucks up itinerant roamers.
Ghost trap - used to catch slimers, each holds one ghost.
Ghost Bait - attracts the roamers that make the marshmallow man, without this you cannot stop him, you get five dollops.
To move to the next screen press 3 and RETURN.

CONFINEMENT EQUIPMENT
The Portable Laser Confinement System - fits in the car holds ten ghosts.

Type H to move to the city map
Zuul temple is at the centre, GHQ at the bottom, buildings with Slimers flash red. Guide your vehicle to a Slimer, freezing any roamers you meet by touching them, or suck them up into the ghost vacuum by pressing fire, if a roamer gets to Zuul the city's PK rating jumps by 100. To position yourself at a building above the street press fire, below the streets pull down and press fire.

BUSTING GHOSTS
When you arrive at a site of a disturbance, direct your first ghostbuster toward the centre of the building, press fire to lay a trap, then guide him to the left of the screen and turn him towards the trap. Then guide the second ghostbuster to the right of the screen and turn him towards the trap and press fire to initialize the negative ioniser stream. Move them inwards to trap the Slimer between the streams, but do not, repeat do not cross the streams. When the Slimer is directly over the trap press fire to capture him.
Every Slimer increases your credit rating. Every escaped Slimer adds 300 to the city's PK level.
When a marshmallow alert flashes you must press B to drop bait before he stomps any buildings. To win you must sneak two ghostbusters into the temple of Zuul before the Gatekeeper and the Keymaster join forces there.

FA CUP FINAL

Become Manager to 10 teams of your choice in this exciting simulation of the F.A. CUP Competition. Begin in the first round or alternatively go straight into the third round to face the might of the First and Second division clubs and battle to the CUP FINAL.
Authentic Cup Draws present cup ties in which real life form decides the winners; however you could just turn the tables and provide a result by making some tough managerial decisions and by a shrewd choice of tactics. You never know; your team may just be the next GIANT KILLERS. All League Clubs in the competition have a home and away rating decided by:
-Their best performance in the competition.
-Their performance in the last ten years.
-Their past five home F.A Cup results.
-Their past five away F.A.Cup results and their estimated away following.
These factors are also used for the Non-League clubs.

PLAYING THE GAME

Start by typing the number of players (from 1-8); the computer also plays. Each player must type in two initials to identify him or her. Each player may then choose to add a team by typing in the name (DEL key corrects mistakes). Now select the 10 teams you wish to Manage. There are 124 teams, to see more teams press X. To select a team type in the number it is listed under (if 12 or under press ENTER). You may choose to "Pass" at any stage, this means the computer will choose your remaining teams for you. The box in the top will remind you whose turn it is. Next you can choose to begin in Round 3, some of your teams will have been defeated in the first two rounds.
The next selection is the Draw. The Red screen displays all that round's matches, your initials are displayed after your team. The game goes straight into Tactic Selection. You can choose A (defensive), B (balanced) or C (attacking).
The state of Play screen shows the Round's matches in progress, pressing X will show more matches. There is a clock in the upper left of the screen. Pressing the Spacebar will speed up the play and the goals will be updated when you release the spacebar. The game will stop at full-time (there is no extra time) for you to study the results. Press Q to continue.
In the first three rounds play is uninterrupted, but by Round Four you must rethink your tactics at half-time. You can choose new tactics but they will not be printed on the screen, so the other players will not find out. In Round Five you must answer a question to test your managerial experience, and you will have to decide if you need to make substitutes at 3/4 time. These tests of your managerial expertise increase in the remaining three rounds.
The game continues Round by Round until it is time for the Final!
(Commodore 64)
After the Final is played the result will be displayed until any key is pressed. You may completely restart during play by pressing RUN/STOP and RESTORE together.

(Amstrad)
After the final is played the result will be displayed until:
The small ENTER key is pressed
To Restart during play:
press CNTRL. SHIFT and ESC together.

(Spectrum)
After the final is played the result will be displayed until:
The BREAK key is pressed
To restart during play:
Type LOAD " " and press ENTER.

AGENT X 2

(3 PARTS)

THE GAME

The mad professor has returned, seeking revenge after you foiled his plan to capture the President.
This time he is out to ruin the world economy. He has set up an underground base on the moon. From this hide out, he is planning to unleash his terrible Zit-Ray.
This hideous device causes everybody to break out in terrible terminal acne. The mad prof's plans that, with spending so much money on spot remover cream - which, due to the terrible effects of the Zit-Ray will not work anyway - the economy will be in ruins, as no-one will have any money left for essentials.
Only, you the super sleuth, Agent X can foil the potty professor's perfect plan.
You must away to the Moon, fight your way past wacky Waglots, enter the sinister secret sub-surface stronghold and surprise the scientist in a single stupendous showdown for supremacy.
Destroy the dastardly device and free the faces from festering follicles.
The world relies on you!

CONTROLS
Joystick only
Plug the Joystick into Port Two.

KANE

The Wagari Indian's have, for many years been at war with the white man. The N.A.S.T. Railway Co. now has plans to run a railway through the Indians most sacred burial ground. Marshall McGraw, the first white man to enter the Indian's camp and live, is now in the position of being able to negotiate a long awaited peace treaty.
To prove he is worthy of such of high honour, McGraw must first shoot down the Indian's traditional food - the migrating duck with a bow and arrow. For every few birds he earns a valuable peace token and it is his mission to see they get to the President of the United States. To stop him, the N.A.S.T. Railway Co. have hire a ruthless gang of renegrades, who are waiting for him in the town of KANE.

Marshall McGraw needs to go through KANE to get to the depot which belongs to the N.I.C.E. Railway Co., where he can catch the train to Washington. The gang have been ordered to make sure that he either misses the train or that no peace tokens get to Washington.
You now take on the role of Marshall McGraw. Hero of the West. If you can shoot enough ducks and make it to town in time, you will find the gang hiding in various sniper positions. Use your speed and accuracy to deal with them. To reload, run off the screen to the right and above all avoid standing still and their shots will become more accurate.
When you reach the depot, if the train has left, you MUST get to the front of the train in order to stop it so that you can get your tokens to the President.

(Commodore 64)
Joystick only in Port 2 only.

(Amstrad/Spectrum)
CONTROLS
UP - Q
DOWN - A
LEFT - N
RIGHT - M
FIRE/JUMP - Z
(SPECTRUM ONLY) Joystick: Kempston interface 2 Cursor.

L.A. SWAT

Special assignments. Get your squad together. A terrorist group has taken over the West side of L.A. Get in there and clear the streets. Bring out any hostages you find - ALIVE this time. All civilians are supposed to have cleared the area, but there's always a few who don't make it out. Try and not blow too many away eh? We are talking surgical strike here, guys. Nice and clean. No complications and no foul-ups. Lets do the uniform proud.
Go for it.

PLAYING THE GAME

The aim is to save the hostages being held by the gangs. To reach them you must steer your squad through the streets defending yourselves against attack until you reach the junctions where the
gang leader is holding the civilians. Try to stay alive, wipe out the terrorists and not shoot the victims or civilians. Couldn't be easier. On the way up the street you may just happen to notice that the gangs have grenades, which they keep lobbing at your team leader. Try to anticipate where it will land and move him away. Everything keys off the leader. Gang members will go for him, snipers take pot-shots at him and the grenades always fall his way! Once he gets taken out, another team member will take over. Keep going forward and don't let the baddies get behind you. They have a particularly nasty way of neutralising SWAT teams if they get to close

CONTROLS (Amstrad/Spectrum)
You are offered a menu giving you the choice of keyboard or a range of joysticks. Use the cursor keys for movement and space to fire.
Q quits game.

(Commodore 64)
Steer the team leader with the joystick. Press FIRE to shoot in the direction the joystick is taking you. FIRE will also restart the game once you've lost the entire team.

NINJA MASTER

THE GAME

In the ancient realms and provinces of the "Land of the rising Sun" lived a breed of warriors - feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now is your chance to face this challenge.
The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts at the test, you will be eliminated from the games. Succeed in all four tests, and you will be awarded a new grading - and the chance to attain the next grade.

PLAYING THE GAME

(SPECTRUM)
"NINJA MASTER" can be played using the keyboard. You can define your own key controls, or use the predetermined keys.

(COMMODORE 64)
"NINJA MASTER"can be played using either the keyboard or joystick connected to port 2.

(AMSTRAD)
"NINJA MASTER" can be played using the following keys:
TEST 1
Q = Punch left A = Kick left P = Punch right L = Kick right
TEST 2
Z = Power left X = Power right
TEST 3
O = Strike high K = Strike middle L = Strike low
TEST 4
ENTER = FIRE

The four tests that you have to pass are as follows:-
1. In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand corner of the display.
2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the log with a Karate chop.
3. This is probably the hardest test to complete. Using your trusty Ninja sword, defend yourself against the deadly Shuriken Stars.
4. This is the final test that has to be completed. Armed with a blow pipe, you must shoot down the canisters, thrown from the right of the screen.
The game will end when you fail to attain the given qualifying score in an event. Good Luck......

RASPUTIN

THE GAME

You, as a crusader of considerable valour and prowess must quell the source of the spirit of Rasputin, Master of Ultimate Evil. Use the magic power of your sword and sheild and replenish this power before it is drained away by nether beings and your life-force is sapped by the spirits of untold evil.

CONTROLS (Commodore, Amstrad & Spectrum)

KEYBOARD CONTROLS		JOYSTICK CONTROLS
LEFT	Q	LEFT
RIGHT	W	RIGHT
WALK	O	UP
JUMP	P	FIRE
USE SHEILD	M	DOWN
USE SWORD	M&P	DOWN AND FIRE

You can pause the game by using the SPACE key and resume again by using the ENTER/RETURN key.
The indicators at the bottom of the screen will help you to establish how much progress you have made and your current life status. The **LIFE FORCE** indicator is at the top of the indicator panel and shows your current state of health. The four eyeball icons represent the **SPELL HARMONY INDICATORS** while the level of power remaining in your sword and sheild is shown in the **MAGIC POWER INDICATORS** at the bottom right of the screen.
To reach the Jewel Of The Seven Planets, which is the power source of the Spirit of Rasputin, you must neutralise the evil spells that have cast in Rasputin's name. To neutralise these spells, traverse the courtyard of your darkside, enter the world of the Seven Planets, crossing from dimension to dimension by means of cast by the Lord Of Chaos to prevent the escape of Rasputin's spirit, which is threatening to cross the barriers of Time. The Magic power of your sword and sheild will help you but their power will wane every time you use them. Find the stones with the mark of Rasputin and by stepping on them, you will absorb their power into you sheild and sword. Absorb the power of all the stones in a dimension and the wrath of Rasputin's mind is revealed in a creature from the dark side. Destroy this creature and it will be transformed into a spell stone inscribed with a Rune Of Power. These were cast by the Lords of Light to help you in your quest and may be absorbed into your soul on contact. The most important spell is the "Eyes Of Heaven" which will protect you from the spirit of Rasputin's evil eyes and allow you access to the boxes that neutralise the eight spells cast in Rasputin's name. But beware; the power of the Lords Of Light will only protect you if the colours of the dimension are in harmony with the spell. Step on to these boxes to reverse the spells cast from the light side. When you have finished your quest, your Life-Force will cease to ebb away, and the Spirit of Rasputin will have been quelled.
You must use all your crusader's prowess to quell the Master of Disaster!!!

OLLI & LISSA

THE GAME

Amongst the barren heights and rugged rocks of the Scottish Highlands, there is situated Shilmore Castle. The Castle is under threat of being purchased and shipped stone by stone to America by Eugene Port-Cullis the third (Jnr) a mega-millionaire.
Alarmed by this, Olli and Lissa rush to help their friend Sir Humphrey, the Castle ghost, who was somewhat upset by the prospect of forced emigration to the New World. Sir Humphrey decides that today, Human Beings are only scared by invisible ghosts. You must collect eight ingredients for a potion to make the ghost of Shilmore Castle invisible and save the day.

PLAYING THE GAME

(SPECTRUM)
You can use either keyboard or joystick to guide Olli on his quest through Shilmore Castle. When the game starts, Sir Humphrey will tell you which item needs to be dropped into his cooking pot. You have to avoid other, not so friendly, ghosts on your way around the castle, and there will also be a time limit for each task.

(AMSTRAD)
Keyboard controls
A = Jump   Shift + Z = Sound on
O = Left   Shift + X = Sound off
P = Right   Shift + M = Pause
(or to redefine them)   Shift + C = Continue after Pause
Enter = Start game   (or use a Joystick)

RICOCHET

THE GAME

Use your BAT to hit the BALL against the mid space BRICKS, blow them all up and go on to the next BREAK-UP ZONE, avoiding the NORTIES along the way.

PLAYING THE GAME

(AMSTRAD)
Ricochet can be played using a joystick connected to your Amstrad. Keys are redefinable. Collide with falling sparklers to gain extra weapons, Speed up, Collectives and many more. Look out for Mr Ed and the GRAVY, which brings amazing and exciting prizes to those who dare to go for it.

ZOLYX

THE GAME
Zolyx is a game that will immediately grab your attention and have you glued to your monitor for months to come. With multiple levels and countless numbers of perpetually moving balls, your playing aptitude will be severely tested.

PLAYING THE GAME

(AMSTRAD)
Keyboard controls
Z = left   X = Right   ; = Up   / = Down
SPACE = reverse direction of balls.
Zolyx can be played with a Joystick connected to your Amstrad Computer.

(SPECTRUM)
Zolyx can be played with either keys or most Joysticks. The keys are redefinable, but when you load the game, they are:
O = Left   P = Right   S = Up   X = Down   SPACE = Fire
BREAK = Pause
The object of Zolyx is to fill in 75% of the screen by creating sections of blocks, while at the same time avoiding the balls. Contact with any of the balls, which are in constant motion, will result in the loss of a life.
On the first level there is one ball on the screen and one in the background. For each level successfully completed, one ball is added to the screen.
A bonus is awarded for every 1% above 75% of the screen filled in. Up to a maximum of 99% of the screen can be completed.

THE WAY OF THE EXPLODING FIST

Programme does not stop. Stop tape as soon as game is loaded (only on C64).

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline.
You can control your character with either joystick or keyboard - 18 different maneuvers including blocks, flying kicks, leg sweeps, roundhouse and even somersaults! Challenge the computer, facing opponents of progressively greater skill or compete with a friend.

THE WAY OF THE EXPLODING FIST has it all - addictive competitive action and dazzling graphic animation. You are about to face the challenge of a lifetime!
The Way of the Exploding Fist is a karate simulation game, and is controlled entirely from the keyboard or joystick. Although it may take a while to become completely familiar with the various moves, you should be able to start playing almost immediately without learning any of the moves.

HOW TO PLAY WITHOUT READING ALL THE INSTRUCTIONS;

Plug your joystick into rear port and press the fire button. This will start the game. (SPECTRUM ONLY press the space key and the game will start.)
Moving your character: Left and right control the left/right movement of your character.
Using the kicks: All kicks are controlled by pressing the fire button and pushing the joystick in the appropriate direction.
Crouching: Pressing the joystick up will allow your character to leap up, while pressing it down makes the player crouch.
Blocks: The joystick also allows you to block your opponent's move. This is obtained by backing off your character while your opponent is performing some aggressive move.
You may occasionally find that when you are naturally backing off, your character goes into a blocking stance. This is fortunate for you, as the "block" is only activated if you are in danger of getting hit by your opponent.
To release the block, move the joystick to neutral or to any position other than moving backwards.
"Holding your moves": Most of the moves in the Way of the Exploding Fist can be withdrawn shortly after beginning to execute them so that you are able to change your mind and start another move. This also means that if you do want to continue with a move you must ensure that you hold the joystick in the correct position long enough for the move to be executed.

Practicing your moves: The easiest way to practice your moves is to go into 2-player mode and test all your skills. Your opponent will not make any move against you, so you should be able to get all moves perfected.
This should be enough to get you started playing The Way of the Exploding Fist. The following instructions give you more detail on this subtitles of the exciting game.

COMMODORE VERSION - ONE-PLAYER AND TWO-PLAYER MODES:
The Way of the Exploding Fist can be played in either one-player mode or two-player mode. The white player's moves are controlled by the joystick in the rear port, while the red player's moves are controlled by the joystick in the front port. In playing in one-player mode, you will always control the white character.
Various options can be selected before each game:
DEL: Switch between music and sound effects, or music only.
F3 : Switch between 1 player and 2 player options
F7 : Switch between joystick and keyboard options
To start a game press F1. To stop a current games press F5.

If F1 is not pressed, the computer will automatically go into a demonstration mode, with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer is in demonstration mode will have the same effect as pressing F1
-i.e. you can start playing the game in the mode selected.

AMSTRAD VERSION - ONE-PLAYER AND TWO-PLAYER MODES:
The Way of the Exploding Fist can be played in either one player mode or two player mode. The white player's moves are controlled by the joystick while the blue player's moves are controlled by the keyboard
In playing one-player mode, you will always control the white character.
Various options can be selected before each game.
CAPS LOCK: Switch between 1 and 2 player options
TAB: Switch between joystick and keyboard options
To start a game press SHIFT, to stop a current game press @
If SHIFT is not pressed, the computer will automatically go into a demonstration mode, with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing the fire button while the computer is in demonstration mode will have the same effect as pressing SHIFT - i.e. you can start playing the game in the mode selected.)

SPECTRUM VERSION - ONE-PLAYER AND TWO-PLAYER MODES:
The way of the Exploding fist can be played in either one player mode or two player mode in playing in one-player mode you will always control the black character.
Various options can be selected before each game
1 choose one player mode
2 choose two player mode
0 choose joystick mode or choose to redefine control keys
The computer will start in demonstration mode with the computer controlling both characters. This is indicated by the word DEMO in the top left of the screen. Pressing any key other than the ones mentioned will start the game in one player keyboard mode.
Pressing keys G and H simultaneously will abort the game.)

Playing one-player mode: The object is to move up through Dan levels by defeating successive opponents, each one slightly better than the previous ones.
You start at novice level, your task being to reach 10th Dan. In each bout, the aim is to score a full two points over your opponent. The first player to obtain two full points wins the bout. In the event that neither player obtains two points within the time period specified, the judge will determine which player performed better and award the victory accordingly.
The match finishes when one of your opponent scores two full points in any one bout.

Playing two-player mode: In this situation, the match does not terminate as above, but the winner is determined by whoever scores the most after a set of four bouts.
After the time limit has been reached in each bout, the judge stops the bout and a new bout is started.

THE SCORING SYSTEM:
Points are scored not on which action has been taken but on how well each move was executed. If your aggressive move fails to make contact, obviously no points will be awarded. If your move is perfectly executed, you will obtain one full point. In some instances your move will strike your opponent, but the hit will not be perfect. In these instances, you will only obtain a half-point.
Your current point total is represented on the screen by the yin/yang symbols. The white player's points are shown on the left, while the red player's points are shown on the right. (A half-symbol represents a half point.)
As well as the points for each strike, you will get a score value for each move successfully executed. The score will depend on the move chosen, so that a difficult move, such a roundhouse kick, will score more than an easy move, such as a jab kick. The score value added will be twice as much if the move was executed perfectly (i.e. a "full-point" execution) than if it was less than perfect (i.e. a "half-point" execution).

SUMMARY OF JOYSTICK POSITIONS:
The following joystick positions will result in the appropriate moves. Each move is explained in more detail further on.

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON NOT PRESSED

JUMP
FORWARD SOMERSAULT   HIGH PUNCH
WALK BACKWARDS/BLOCK ✱ WALK FORWARD
BACK SOMERSAULT   JAB
CROUCH/LOW PUNCH

DIRECTIONS OF JOYSTICK WITH FIRE BUTTON PRESSED

FLYING KICK
HIGH BACK KICK   HIGH KICK
ROUNDHOUSE/ABOUT-FACE ✱ MID KICK
BACKWARDS SWEEP   SHORT JAB KICK
FORWARD SWEEP

USING THE KEYBOARD:
The keyboard option has been included for Commodore and Amstrad owners wishing to play this game without the joystick.
The following keys are used in keyboard mode:
COMMODORE

Player 1			Player 2		
Q	W	E	P	@	*
A	S	D	L	:	;
Z	X	C	<	>	?
Fire button:					
Left Shift Key			Right Shift Key		

The operation of these keys is identical to the joystick controls. To switch between joystick and keyboard mode, press the F7 key whilst in demonstration mode.

The following keys are used in keyboard mode: **AMSTRAD**
4 5 6
1 3
0 ENTER
Fire button: CTRL

In two player mode, one player at least must use the keyboard. If one player uses the joystick, the other player (blue) can use the keyboard as indicated above. If both players want to use the keyboard, the white player will use the keys as shown below:

T Y U
G J
B N M
Fire button: ESCAPE

The following keys are used in keyboard mode: **SPECTRUM**
Q W E   Y U 1

A D H K
Z X C B N M
Fire Button:
1 SPACE KEY

The operation of these keys is identical to the joystick controls. To choose between joystick and keyboard mode - press the zero while in demonstration.

DETAILS ON THE VARIOUS KICKS:

As mentioned above, all kicks are controlled by pressing the fire button, and pushing the joystick in the appropriate direction.
The following instructions assume that the character is facing right. You will find that the descriptions refer to "left" and "right". When your character faces the other way, all controls are mirrored - in other words, if you need to press right to get the midkick when facing right, then when you are facing left, you need to press the joystick to the left to obtain the midkick. The same applies to the punches and somersaults described in the following sections.
Eight kicks are available to you - one each for the eight positions of the joystick:
Flying kick: This is obtained by pressing the fire button and pressing the joystick up. This is an extremely powerful kick, and can be successful against a standing opponent, who is not blocking against the move. Other ways to block this kick are to crouch, or if you are fast enough to respond with a counter flying kick.
High kick: Press fire button and press joystick in the diagonal upper right direction.
Mid kick: Press fire button and press joystick right.
Short jab kick: This is obtained by pressing the fire button and pressing the joystick in the diagonal lower right direction. The main benefit of this kick is that it is very fast to execute and can be used in closer combat.
Sweep (f'ward): Press fire button and joystick down. This low sweep places your character in a crouching position, then sweeps forward. This can be effective against many aggressive actions, as it combines offence with defence.
Sweep (b'ward): Press fire button and press joystick in a lower left diagonal direction. This move is identical to the forward sweep, but the effect is to sweep behind you. This can therefore be used if your opponent is behind you.
Roundhouse: Press fire button and joystick left. This move is the traditional roundhouse kick of karate, but also has the advantage that it allows you to turn about face. This kick has two distinct operations: in the first instance (by keeping the fire button pressed throughout the kick) you execute the full roundhouse kick. The second mode of operation is a fast about-face. This is achieved by starting the roundhouse kick as described above, but releasing the fire button before the kick is completed.
You will find the full roundhouse kick is a time-consuming manoeuvre, it can be especially effective in many situations. Note also that as the roundhouse kick moves you out of the direct line of your opponent's attack, some of your opponent's aggressive moves may not be effective against you while you are performing this action.
High back kick: Press fire button and press joystick in an upper left diagonal position. This move is the reverse of the forward high kick and enables you to attack opponents that may have slipped past you.
You can of course also turn around to attack opponents that are behind you (see notes on roundhouse kick above).

PUNCHES

As well as kicks, the Way of the Exploding Fist requires devotees to be adept at close fighting, using punches. Three punches are available from joystick control. Note that the fire button should not be pressed to execute punches.
High Punch: This is obtained by pressing the joystick in the upper right diagonal direction. (Do not press the fire button.) This is effective against an opponent that is reasonably close to you.
Jab punch: This is obtained by pressing the joystick in the lower right diagonal direction. (Do not press the fire button.) This is the fastest action you can take, and is extremely effective in very close fighting. At times your opponent may use this move, and because it is such a fast jab, you may not even be aware of what hit you!
Low punch: This is obtained by going into the crouch position first, then pressing the joystick to the right. Because of the variety of moves that can be accomplished from the crouching position, the low punch can often be a surprise move.

SOMERSAULTS

Somersaults are a very fast way to move out of the reach of your opponent. These are two somersaults - one forward and one backward. Note that if you get too close to the edge of the screen in either direction, your somersaults may not be as effective.
Forward somersault: This is obtained by pressing the joystick in the upper left diagonal direction. (Do not press the fire button.)
Backward Somersault: This is obtained by pressing the joystick in the lower left diagonal direction. (Do not press the fire button.)

ADVANCED PLAYERS' TIPS

Blocks: Note that blocks are not the perfect answer to aggressive moves from your opponent. There are two blocks the computer can choose from,. a high block and a low block, depending on the action that is being taken by your opponent.
Holding the joystick in block move means that you will be holding the block, and it is possible for your opponent to start a different aggressive move that is not countered by your current block.
Note also that the two low sweeps cannot be blocked. If you are within striking range of the sweeps, the only appropriate actions are a jump (joystick up) or one of the somersaults.

Crouch: The crouch is a move that can be "held" by keeping the joystick held down. This allows you to execute either a low punch, or the two sweep actions. If one of the two sweeps is selected from a crouching position, the time taken for this action is greatly reduced, and the move is therefore much more effective.

DAN DARE

Dan was appearing on This Is Your Life, all his friends were there to speak glowingly of his achievements, but as he moved forward to speak, the screen went blank and then he saw slowly the evil green face of the Mekon appear. An asteroid was heading for the earth, either the powers that be gave in, and announced him as commander of the Universe, or the Earth was destroyed.
On landing, they decide to split up into two groups, Professor Peabody and Digby went one way, Dan and Stripey, Digby's pet alien, the other. After only a couple of minutes Dan heard a scream, he turned just in time to see a group of Treens carrying off Digby and the Professor. There was no time to lose, they only had an hour, and now he had to rescue his friends as well as stopping the Mekon's foul plan.

CONTROLS (COMMODORE 64)
Joystick in Port 2 only.
Without the fire button pressed the joystick moves Dan in the normal way. With the joystick pressed the functions selected depend on the type of caption on the screen.
No Caption

Back/Up	Throw grenade upwards
Backward	Throw grenade horizontally
Back/Down	Throw grenade downwards

Grenades are used to stun Treens and destroy the Mekon's dome.They can only be used above ground or in the Mekon's room.
Red Caption - A Treen is nearby

Up	Move guard up
Forward	Punch, up or down depending on the position of Dan's guard.
Down	Move guard down

(SPECTRUM)
Press 1 to select controls from the following options.

Q
O _______ P
A

B,N,M, SYMBOL SHIFT or SPACE to fire.
2. Cursor keys 5,6,7,8 and 0 to fire or cursor joystick.
3. Kempston Joystick
Press fire to start game.
The controls are:-

Up/Jump
Left _________ Right
Down/Duck

Fire shoots laser
CAPS SHIFT and SPACE pauses game
CAPS SHIFT and 3 aborts

(AMSTRAD)
Joystick only

Up/Jump
Left _______ Right
Down/Duck

Fire shoots laser
P pause game.

GAMEPLAY
You take the role of Dan. First you must find your way into the asteroid, there are three entrances, and you will need to find all three in order to rescue your friends and destroy the Mekon. Inside the asteroid there is a maze of ladders and gantries, somewhere in here your friends are held in cells, also down here there is a laser gun. Before you fire this, you need to find and position the reflectors, so that it destroys all three of the computers. This opens up the door of the Mekon's room, he will throw bolts of energy at you, you must dodge these and destroy him
with the grenades. When the Mekon is destroyed, the self destruct sequence will initiate, you then must get back to the surface and escape, but do not forget your faithful companions. The game ends only if Dan's energy is sapped, or he runs out of time, or he successfully escapes with his friends.

FORMULA 1 SIMULATOR

THE AIM OF THE GAME

Based on formula one levels of acceleration, braking and road holding, this program has been developed for the ultimate in realism. Get your braking points and line through corners right, hold the car on the tyre squealing limit, overtaking the other cars if you can and experience all the speed and excitement of motor racing.
This version gives you a choice of ten tracks, all modelled on the worlds most famous and challenging circuits, with options of automatic or manual gearchange and wet or dry conditions.
The tracks are Silverstone, Brands Hatch, Monoco, Hockenheim, Osterreichring, Kylami, Zolder, Paul Ricard, Monza, Zandvoort.

CONTROLS (Amstrad)
Joystick on

Accelerate
Left ____________ Right
Decelerate

Fire button - change gear. Press and move Joystick forwards or backwards to change up or down.
Joystick controlled menu options for selection of tracks.

CONTROLS (Spectrum)
1. Keys:
To accelerate Z
To brake CAPS SHIFT
To change up S
To change down A
Left 5
Right 6
or for steering
2. Kempston Joystick
3. Fuller Joystick
4. Cursor Joystick
5. ZX Interface 2, Joystick 1.
6. Steering Wheel - Use a sellotape tin or similar object, about 4 1/2" in diameter and 1" deep, hold it at the top and position it at the centre of the top row of keys so that it nestles against the ridge at the back. Roll it to the left or right with moderate pressure to steer. To begin with, a rocking motion on the wheel may help you get the feel of the car.

CONTROLS (Commodore 64)
Joystick in Port 1. Fire button to start. Fire button to change gear.
Or Keys:
Decelerate
2 - Right
CTRL - Left
SPACE - Change gear.

BRIAN JACKS SUPERSTAR CHALLENGE

(DUAL LOAD)

INTRODUCTION

The object of the game is to challenge and try to beat Brian Jacks in a series of eight physically demanding events. These events have been chosen by Brian, to test not only the competitor's strength and stamina, but also their skill and co-ordination. The instructions have been kept to a minimum. Most of the strategy involved is for you to discover.

AMSTRAD (Joystick or Keyboard)

IMPORTANT: Unless stated otherwise, the power in each event is increased by either moving the joystick from side to side or by tapping the (Z) and (f) keys alternately.
1. Canoeing
Correct lane drift by holding stroke longer on one side.
2. Arm dips
Use the fire button or space key to change the direction of movement.
You have to do as many arm dips as you can do in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.
3. Squat thrusts
Moving the joystick left or tapping the (Z) key will move you in one direction only and similarly moving the joystick right or tapping the ( ) key will move you in opposite direction.
You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either you knees do not come up to your elbows or your feet do not cross the line.
4. Swimming
Every so often you have to breathe. To achieve this simply press the fire button or space key at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.
5. Archery
Move the joystick or press the (Z) or ( ) key to set the wind. Press and hold down the fire button or space key to start raising the angle of elevation and release to fire the bolt.
6. 100 metres.
7. Football
In this event you have to dribble a ball around four cones and then try to score a goal. You have three goes at this, but you have two minutes in which to do it.
To increase speed push the joystick forward or press the (Q) key.
To decrease speed push the joystick backwards or press the (A) key.
To rotate in an anticlockwise or clockwise direction, move the joystick left or right or press the (Z) or ( ) key. When in front of the goal, aim using the joystick or (Z) or ( ) keys.
8. Cycling
Change gear using the fire button or space key.
(COMMODORE 64) Joystick only.
The Commodore 64 versions of swimming, canoeing, running and cycling incorporate "POWERSYNC". This means that the rate at which you move the joystick from side to side to build up power must be synchronised to the screen action. As in real life, speed of movement in these events must be built up gradually. Wildly thrashing about at the beginning will achieve very little.
In the one player option you will just go through a qualifying round, to see if you are of a suitable standard, before you are accepted as a challenger. (You have to remember that Brian is a very busy man and can only find time to fight off serious contenders).
In the two player option you will be playing against a friend, but once again, If you obtain a suitable score you will get the chance to compete against Brian. Should both of you be of the required standard the one with the higher score will go through as the challenger.
To select which option you require, push the joystick forward or backward and the cursor will move between the two options. Once you have decided on the game you want to play press the fire button.
1. Canoeing
Gradually increase the stroke rate by moving the joystick from side to side. To correct drifting into lane markers hold the stroke slightly longer on one side.
2. The boat shoot.
Move the sight crossing using the joystick. To fire the crossbow bolt, press the fire button.
3. The 100m sprint
You will need to be fast to qualify. Powersync at the start only.
4. Squat thrusts
You have 60 seconds in which to complete as many squat thrusts as you can. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not move back on the line.
Moving the joystick to one side moves you in that one direction only.
5. Swimming
Increase your stroke rate by moving the joystick from side to side (powersync)
6. Arm dips
You have to do as many arm dips as you can in 60 seconds. To complete one dip, press the fire button to start moving downq Move the joystick from side to side to arrest this fell and then to push yourself back to the start position. A dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.
7. Football
The object of this game is to dribble a ball around three cones and then try to score a goal. You have three goes at this but only have 2 minutes to do it.
You move using the same method as running but you can also cross the field by moving the joystick up or down.When you have reached the goal, aim using the joystick and then press the fire button. In a two player game the goalie is controlled by the other player.
8. Cycling
To change up a gear, push the joystick up and press the fire button. Do the opposite to change down. Powersync operates EACH gear.

INSTRUCTIONS (SPECTRUM)
Joystick or keyboard
IMPORTANT: Unless otherwise stated, the power in each event is increased by either moving the joystick from side to side or tapping the CAP SHIFT and SPACE keys.
1. Canoeing
Correct lane drift by holding stroke longer on one side.
2. Arm dips
Use the fire button or any middle key to change direction of movement.
You have to do as many dips as you can in 60 seconds. An arm dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten.
3. Squat thrusts
Moving the joystick left or tapping the "Caps Shift" will move you in one direction only and similarly moving the joystick right or tapping the "Space" will move you in opposite direction. You have to do as many squat thrusts as you can in 60 seconds. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not cross the line.
4. Swimming
Every so often you have to breathe. To achieve this simply press the fire button or any middle row key at the right moment. Failure to breath correctly, when your head is under water for example, will have unfortunate effect on your swimming ability.
5. Archery
Move the joystick or press "Caps Shift" or "Space" to set the wind. Press the fire button or middle row key to start raising the angle of elevation and repeat this operation to fire the crossbow bolt.
6. 100 metres
7. Football
In this event you have to dribble a ball around 3 cones and then try to score a goal. You have three goes at this but only 2 minutes in which to do it.
To increase speed push the joystick forward or press the (P) key.
To decrease speed push the joystick backward or press the (O) key To rotate in an anti-clockwise direction, move the joystick left or right or press the CAPS SHIFT and SPACE keys.
When in front of the goal, aim using the joystick or CAPS SHIFT or SPACE keys.
8. Cycling
Change gear using the fire button or any middle row key.

TAU CETI

The story begins in 2047 with the invention of the Interstellar drive. Using hydrogen scoops mankind could collect fuel from the thin spread of hydrogen between the stars. This made it possible for the exploration and colonization of nearby systems.
In 2050 the first wave of colonists left Earth for four nearby G type stars, Alpha Centauri, Tau Ceti, Van Maanen's Star and Beta Hydri. Seven months later the first wave of colonists arrived at Tau Ceti and began to build a civilization on the third planet, an inhospitable desert world with very little life. For over 90 years the colony grew and prospered. The Cetans built over 30 cities across the planet and a strong trade based on mining, robot technology and hydroponics.

Then, in 2150 disaster struck this and one other of mankinds four growing colonies. A vicious plague, Encke's syndrome swept across the planet. Once contracted the disease was invariable fatal and as it swept from city to city the few remaining colonists finally admitted defeat and fled, leaving the planet to the robot maintenance systems.
Two years passed and on Earth a cure for the disease was found and links between the two remaining colonies, Alpha Centauri and Beta Hydri, were resumed. About this time all radio contact was lost with the automatic systems remaining on Tau Ceti III as a massive meteor smashed into the planet. As the remaining starbases recovered from the loss it was decided to recolonise Tau Ceti and Van Maanen's star. In 2164 the first expedition left for Tau Ceti. A single ramscoop entered the system and safely landed on the planets surface. Minutes later, a mayday message was received, followed by total silence. Experts decided that the robots, so skillfully designed by the first colonists, had run amok after the meteor impact. After seven years, and the successful recolonization of Van Maanen's Star, a second expedition was organised. The only way to stop the defence systems without destroying the remaining buildings was to send in an armed ground-skimmer to shut down the massive Fusion reactor in the planet's capital city, Centralis. A single skilled pilot might be able to succeed where fifty would surely fail, and like a fool, you volunteered!!!

CONTROLLING THE SKIMMER
The gal-corp armed skimmer is a powerful and dangerous craft and challenging for even the most experienced pilots.

The skimmer is equipped with....
A single mounted ruby laser
Defensive shields
Eight (8) heat seeking missiles + targeting systems
Eight Anti missile missiles (AMM's)
Eight starlight flares
Infra-red night sights
A hoffman 360 degree scanner and 4-way selectable viewscreen to avoid blind spots
Planetary compass and computer
ADF (automatic direction finding) beacons
A JCN command computer (guaranteed fully-debugged for normal use).
On loading the program you will be presented with a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your view screen, below that is a long blue area. This is your contact with the skimmer's powerful inbuilt computer. Finally on the right of the screen are five information windows. At the top is a compass and real-time clock along with a message showing the view selected, the city you are in and the ship's flight state. Below that is the scanner, and below that three more smaller windows. The first gives the pilot's name and the scanners complement of missiles/AMM's and flares. The second shows speed, shield energy, fuel remaining, laser temperature and height and the third displays 2 ADF's:- the upper one locked onto the city and the lower onto the nearest Jump Pad.
The skimmer operates in two modes, flight mode and ground mode. In flight mode control of the program is via single keys or a joystick. In ground mode you are in direct communication with the crafts computer via the computer window. On loading the program will go into a demo sequence. To stop the demo press BREAK.
The commands available are given below along with a short description.

HELP	Lists commands as below.
LAUNCH	Normally ground mode is only active when you are docked. Launch will send the skimmer out onto the planets surface and activate flight mode.
MAP	The computer will display a map of the planet showing information about the cities. Use Left, Right, Up, Down and Fire keys to move the cursor over the map and fire to select a function.
RODS	This will allow you to assemble cooling rods found throughout your mission.
REACTOR	When docked with the Main Central Reactor on Centralis will give you access to the reactor room.
LOOK	Shows a view inside the building. Also any objects of use there.
WAIT	Waits 5 Earth minutes (about 1/12 of a Cetan "spin")
STATUS	Gives a damage and progress report (also available in flight)
EQUIP	Allows access to a building repair, refuelling and rearming facilities (if any)
NAME	Use at the start of the game to give the computer a pilot's name
PAD	An on-screen note pad. Allows you to make notes of progress etc.
NEW PAD	Selects a fresh page in the note pad
SAVE	Saves game to tape
LOAD	Loads a game from tape
KEYS	Allows you to totally redefine the single key commands in flight mode
QUIT	Abandons a game
SCORE	Gives a rating of your progress so far
PAUSE	Freezes the game (fire restarts)
SIGHTS ON	
SIGHTS OFF	

To start the game type LAUNCH (and press ENTER)
Your skimmer will leave the safety of the lander and venture on the surface of the planet.
Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used (but you may redefine any or all of these for your own preference/Kempston or cursor joysticks etc.)

	Amstrad	Spectrum	Commodore	
Left	O	O	Z	
Right	P	P	X	
Increase thrust	S	S	:	
Decrease thrust	X	X	/	
Fire laser	SPACE		N	Space
Fire missiles	M	M	M	
Fire flare	F	F	F	
Fire AMM	A	A	A	
Change view	V	V		
Scanner	S			
Status report	R	R	R	
Infra red on/off	I	I	I	
Increase height	H	H	:	
Decrease height	G	G	.	
Jump (if near jump pad)	J	J	J	
Land	L	L	L	

Pause (Fire restarts) COMMODORE -
Pause BREAK (Fire restarts) SPECTRUM
Pause ESCAPE (Fire restarts) AMSTRAD
A MESSAGE FROM GAL-CORP CENTRAL TAU-CETI III
GENERAL INFORMATION

The planets day.
Tau Ceti III has a very short day, approximately equal to one Earth hour. The cetans call this period a 'SPIN' and group 16 spins to a "DAY". As the planet has no moon you will need to use the Infra-red equipment to see anything after sunset.

Docking on the planet.
Many of the buildings on the planet's surface are equipped with DFP's latest model energy screened airlock, recognizable by the characteristic flickering patter, and your craft will allow you to dock with these buildings if you wait for the airlock to open to full aperture and fly in SLOWLY! Once inside a building the computer will return you to ground mode giving you full access to any facilities available.

Navigation on CETI III
The planet has the now standard system of JUMP PADS to allow easy transport from one city to the next. Unfortunately the pads are of the old non-programmable 'Super Traveller' type and each pad is mapped to a single destination. Luckily your ships computer has a complete map of the jump network, to jump from one city to the next simply find the correct jump-pad (they are found at the NORTH, SOUTH, EAST and WEST ends of the city) and press J.
Gal-corp recommends caution on exit from a jump as reports indicate that small 'sand hoppers', a native life-form, tend to cluster around the feeder pipes of jump pads and lives have been lost in the past due to collisions.

Defence estimates.
It is known that many of the cities will be defended by late-model robot hunters marks I, II and III, sophisticated and well armed hunter-killers and reports indicate that land-based guardian crawlers and heavily armoured fortresses may be found in larger cities. Radar scans also detect the presence of proximity mines. An identification chart for known robot defenses is given at the end of this report...

MAIN CENTRAL REACTOR **REACTOR SUBSTATION**

SUPPLY CENTRE (CIVILIAN) **SUPPLY CENTRE (MILITARY)**

FORTRESS **CONTROL TOWER**

HUNTER MK I **HUNTER MK II**

HUNTER MK III **JUMP PAD COMPLEX**

FINALLY A PERSONAL MESSAGE FROM OUR CHAIRWOMAN....
Please try to avoid wanton destruction of unarmed buildings. Gal-corp central do want to COLONISE this world after you've finished with it and each undamaged dwelling will save millions on next years budget!!
GOOD LUCK
....
Message ends.

I - BALL

THE GAME

The totally evil Terry Ball has captured your Spherical pals:- Lover Ball, Eddy Ball, Glow Ball, and No Ball. Armed with only a bubble gun, you must enter Terry Ball's domain and struggle through the sixteen defence zones. You will find a pal to rescue at the end of every fourth defence zone. Each zone will offer a constant barrage of obstacles - glowing ones are electrified and will electrocute your ball on contact. Terry Ball has also populated these zones with such nasties as doughnuts, microwave ovens and roulette wheels which are harmless when they first appear but become highly dangerous when they stop flashing. However, do not despair, for as you negotiate these deadly zones, **POWER DISCS** will be created. If your ball picks one up, he will receive either a piece of weaponry or a bonus of some kind. Weaponry is shown as a series of icons to the right of the screen. These are **TURBO BOOST, HORIZONTAL LASER, SMART MISSILE, BULLET SPRAY** (Front and Rear Bubble Gun), **ELECTRO SHIELD, LASER SPRAY** Left and Right Lasers), **MOLECULE BOMB** (Nullifies Electrical Obstacles), **SUPER BRAKES, LASER COOLING UNIT, RAINBOW RIPPLE LASER.**

When you start the game a **POWER DISC** will instantly appear on the screen. Pick this up for **TURBO BOOST.** Now progress upwards through the first zone. If you let your bubble gun fire for too long then it will overheat and you will have to wait for it to cool down. Every time you die, you will lose a piece of weaponry. As you progress through the levels some **FAULTY DISCS** will start to appear. These discs make movement even harder. Finally, on the twenty-seventh **POWER DISC**, you will get the ultimate weapon - **PICK IT UP FOR RAINBOW RIPPLE LASER.**

PLAYING THE GAME
(SPECTRUM)
Use the following keys to play the game:-
Z = Left X = right O = up K = Down P = Fire
These keys may only be used if you have collected the relevant piece of weaponry:-
Space = Smart Missile M = Molecule Bomb
Alternatively, use Kempston, Cursor or Interface II Joysticks.

(COMMODORE 64)
As above except for use a Joystick in port 2.
(AMSTRAD)
Use the following keys to play the game:-
Q = Left W = Right P = Up L = Down SPACE = Fire
or press 2 on the menu to redefine them
These keys may only be used if you have collected the relevant piece of weaponry:-
ENTER = Smart Missile
Alternatively, use a joystick.

PARK PATROL

THE GAME

There is trouble down at Papatoetoe Park, the old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the dogs!
You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As park Ranger you will be equipped with a raft, snake repellent. and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line. Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river logs and food stealing ants!.
Lastly, rangers may savour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects.
Keep your calories up and move on out!

PLAYING THE GAME
(AMSTRAD)
Park Patrol can be played using a Joystick or the following keys:
QW = Left/Right PI = Up/Down Space Bar = Jump

(COMMODORE 64)
Park Patrol can be played with a Joystick connected to Port 1 of your Commodore.
Press F5 to display the menu, any changes can be made by the use of Joystick/fire button.
On land, press FIRE to hop over objects. Move over litter to pick up, while swimmers can be saved by sailing into them. Walk into ants or kick them from behind to retrieve stolen food.
The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen
ant food. A flashing "Help" indicates a swimmer in distress.

SCORING
100 points for each piece of rubbish collected.
Bonus points for remaining energy and supply calories.
A bonus ranger every 20000 points.
5000 points and 1000 calories per rescued swimmer.
5000 points for successfully dancing on a log
200 points for sailing over a turtle.

THRUST

THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle - grade starships, but they lack the essential power sources for these formidable craft, Klystron Pods.
You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled, the more shots fired at the nuclear reactor, the longer the guns will take to recharge.
BUT BEWARE !! If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the planet safely, you will receive a hefty bonus.
Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly....

PLAYING THE GAME
(COMMODORE 64)
You can control your ship with the keyboard, using the following keys:
A = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE
S = ROTATE SHIP CLOCKWISE SHIFT = THRUST
SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS
F1 = SOUND OFF **F3** = SOUND ON **F5** = PAUSE GAME **F7** = CONTINUE
AFTER PAUSE RUN/STOP = ABORT GAME

(AMSTRAD)
Z = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE
X = ROTATE SHIP CLOCKWISE SHIFT = THRUST
SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS
COPY = PAUSE GAME DELETE = CONTINUE
AFTER PAUSE ESC = ABORT GAME

(SPECTRUM)
You can control your ship with the keyboard, using the following keys:
A = ROTATE SHIP ANTICLOCKWISE S = ROTATE SHIP CLOCKWISE
I = THRUST O = FIRE
M = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS
1 = FREEZE GAME 2 = UNFREEZE GAME 3 = ABORT GAME
All keys are redefinable
To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow-bar has fixed to the pod, you can deactivate the tractor beam.
To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN	750 POINTS
DESTROYING A FUEL CELL	150 POINTS
PICKING UP A FUEL CELL	300 POINTS
BONUS FOR MISSION COMPLETION	VARIES ACCORDINGLY
BONUS FOR DESTROYING PLANET	MISSION BONUS + 2000 POINTS
MISSION FAILURE	NO BONUS !!

A spare ship is allocated for every 10,000 points.
The game will end if (a) You die and have no spare ships
(b) you run out of fuel.

HARVEY HEADBANGER

THE GAME

Harvey Headbanger and his great rival Hamish Highball are both very aggressive characters. They scrap continually just for the fun of it and using their only weapons: a large belly and a strong head, they try to bounce each other as far away as they can.
When you bump into your rival you will both be temporarily BLACKED OUT and during this time you will suffer a severe headache and move in an unpredictable manner.
However, you can numb the pain by drinking highly refreshing cocktails which appear occasionally and you should slurp these up as noisily as you can.

PLAYING THE GAME
(SPECTRUM)
HARVEY HEADBANGER is a game for either 1 or 2 players using fully redefinable keys or Joystick control.
Full instructions can be found when the game has loaded, and you are advised to study them carefully.

(COMMODORE 64)
HARVEY HEADBANGER is a game for either 1 or 2 players and can be played with either joysticks or the keyboard.
Here are the controls you will need to use.

Player 1	Player 2	
(Joystick Port 1)	(Joystick Port 2)	
Keys for up	1 2 3 4 5 6	7 8 9 0 + - #
Keys for down	Q W E R T Y	U I O P @ * ^
Keys for left	A D G Z C	J L ; M >
Keys for right	S F H X V	K : = > /

Other controls that you will find useful are listed below:-
f1 = Restart SHIFT + f1 = Change Colours
f3 = Toggle 1/2 players SHIFT f3 = Music On/Off
f5 = Change Difficulty SHIFT F5 = Freeze Game
f7 = Unfreeze Game
Detailed instructions on how to play the game are given within the program, and you are advised to study these carefully.

WAR CARS

Construction Set.

THE GAME

WAR CARS (Construction set) offers a truly computerised simulation of slot car racing. All the thrills and spills of a Grand Prix championship combined with the aggressive competition of stock car rally. The frustration of building tracks that don't work has been taken away to leave you with hours of unadulterated fun!.

PLAYING THE GAME
Within the gigantic roadway system of the CAR WORKS ARENA both you and your computerised opponent seek the special flags located around the track in order to collect as many points losing as few lives as possible. Each flag is worth a minimum of 100 points, if after collecting six flags you have more flags than your opponent you will be given a 100 point bonus for every extra flag you possess. To assist each player you start out with two boulders which can be used to block your opponent's path for a short time. Press **FIRE** to release a boulder, only one boulder may be released at once.

THE FLAGS
The rock flag - Replenishes your rock supply (maximum of two).
The car flag - Awards an extra life (maximum of five).
The bonus flag - 100 points.
The chase flag - Allows you to crash into your opponent without losing a life or awards points for your closeness of proximity to your opponent.

THE CONTROLS
(SPECTRUM)
Keyboard
Left = XVN Right = ZCBM Up = Q to O Down = A to L
Fire = 1 to 5 Pause/Entry Mode = P
Kempston interface is automatically selected and overrides the keyboard controls. Joysticks for interface II or 128K + 2, use port 1.

(COMMODORE 64)
Game is played by Joystick control:
In track Editor Mode
F1/F3 = Increment track piece
F5 = Leave Selection Menu
(Use normal game controls to place piece)

(AMSTRAD)
Keyboard
Left = Z Right = X Up =] Down = / Fire = Enter Pause = P **In Track Editor Mode**
Up/Down arrow and copy = Track Style Control
I = Increment rack piece (use normal game controls to place piece).

THE CONSTRUCTION SET
Included in the CAR WARS is a built in track designer that allows you to create up to five new tracks. To enter the design mode press FIRE. This accesses the selection screen. By moving your joystick up or down select the design roadway option and press FIRE. The selection screen will now show a list of tracks 1 to 5. Use your joystick to select a track and press FIRE again. The top left hand screen will show a 1/64 scale blank map and the top right hand screen one 1/64th square with a grid cursor indicating the placement for a piece of track. Press FIRE to access the design mode. From here on use 1 and 0 to move through the track pieces on the selection screen at the bottom left of the screen, then move the grid cursor using the joystick controls and press FIRE to place the piece under the cursor. Repeat this process for each new piece of track you lay. When you have finished your track design, press P, this will access the central selection screen again, select design end and press FIRE. You are now back to the main menu which will allow you to play the game.

DO'S AND DON'TS
Always make sure there are no loose ends to your track design. Never make up tracks with less than ten corners in it as this will confuse the programs placement of the flags. If you design a bad track layout the programme will automatically abort it and put you back into the design mode.

SAVING AND LOADING
To save the tracks and the current high score table select the save option on the main menu, press RECORD and PLAY on your tape recorder, then press FIRE. The loading procedure is the same but only requires you to press PLAY on your recorder. Press BREAK to abort the SAVE/LOAD.